



Minbari/Ranger Lornier Patrol Corvette



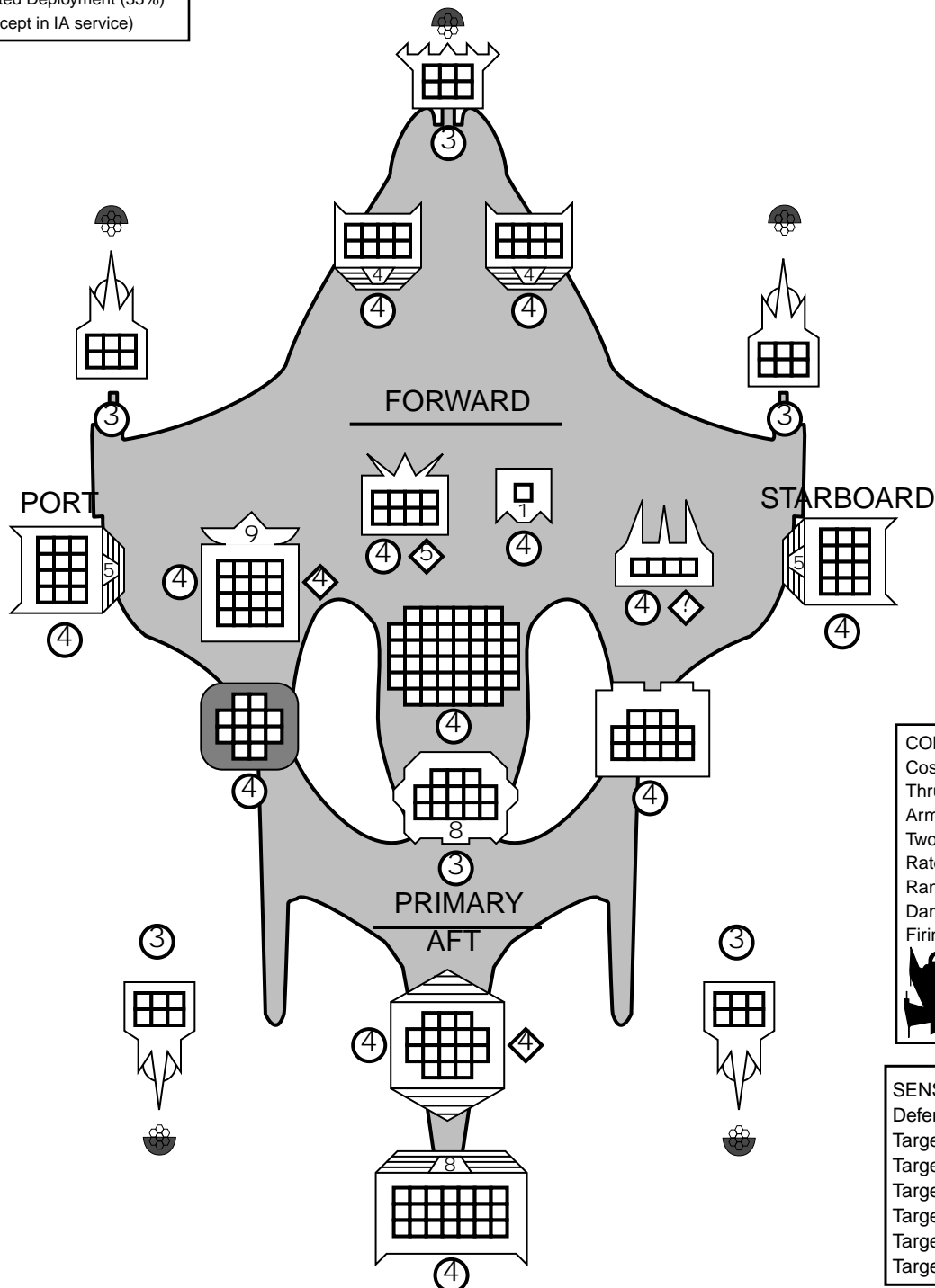
SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 12
In Service: 2245	Turn Delay: 1/3 Speed	Stb/Port Defense: 13
Point Value: 525	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 80	Pivot Cost: 1 Thrust	Power Shortage: +0
Jump Delay: 24 Turns	Roll Cost: 1 Thrust	Initiative Bonus: +14
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 1 2 2 2 3 3 3 4 4 4	
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4 4	

WEAPON DATA	
Electro-Pulse Gun	
Class: Electromagnetic	
Effect: Forces dropout	
Range Penalty: -3 per hex	
Fire Control: --/--/+3	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	
Fusion Bolter	
Class: Molecular	
Mode: Standard	
Damage: 13	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+3/+4	
Rate of Fire: 1 per turn	
Special: Can fire 2 per turn for 6 damage.	

FORWARD HITS
1-4:Retro Thrust
5:EP Gun
6-9:Fusion Bolter
10-17:Structure
18-20:PRIMARY Hit
AFT HITS
1-6:Main Thrust
7-9:Fusion Bolter
10-11:Jump Drive
12-17:Structure
18-20:PRIMARY Hit
PRIMARY HITS
1-8:Port/Stb Thrust
9-10:Jammer
11-12:Tractor Beam
13-14:Sensors
15-16:Engine
17:Hangar
18-19:Reactor
20:C & C

SPECIAL NOTES
Agile Ship
Gravitic Drive System
Atmospheric Capable
Limited Deployment (33%) (except in IA service)

HANGAR
0 Fighters
1 Flyers



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Jammer
	Tractor
	EP Gun
	Fusion Bolter

COMBAT FLYERS	
Cost: 70	Defense: 9/7
Thrust: 10	Offense: +4
Armor: 1	Initiative: +10
Two Light Fusion Cannons:	
Rate of Fire: 1 per turn	
Range Penalty: -2 per hex	
Damage: 1d6+4 per gun	
Firing Arcs: #1 #2	

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	